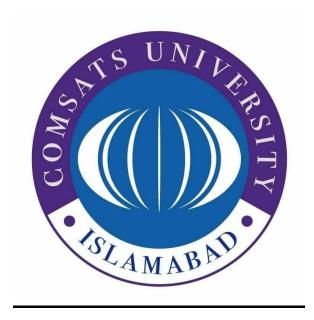
# **ARTIFICIAL INTELLIGENCE**

(CSC 462)

**LAB # 12** 



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**REG NO:** FA21-BSE-045

**CLASS & SECTION:** BSSE-5A

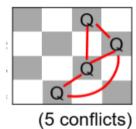
**SUBMITTED TO:** SIR WAQAS ALI

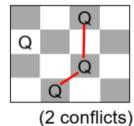
**DATE SUBMITTED:** 04-12-2023

**Department of Computer Science** 

#### Lab Task:

In a four queens problem, a board is a four-by-four grid of squares. A queen is a chess piece that can move on the chessboard any number of squares along any row, column, or diagonal. A queen is attacking another piece if, in a single move, it can move to the square the piece is on without jumping over any other piece. If the other piece is in the line of sight of the queen, then it's attacked by it). The four queens problem poses the question of how four queens can be placed on a chessboard without any queen attacking another queen. The problem is illustrated in figure:





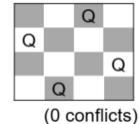


Figure 36 - 4 Queens problem

### Code:

```
def is_consistent(queen_positions, row, col):
    for i in range(row):
        if queen_positions[i] == col or \
           abs(i - row) == abs(queen_positions[i] - col):
def solve_four_queens(queen_positions, row):
        return [queen_positions[:]] # Found a solution
        if is_consistent(queen_positions, row, col):
           queen_positions[row] = col
           solutions += solve_four_queens(queen_positions, row + 1)
def print_solution(solution):
        board[row][col] = "Q"
   for row in board:
        print(" ".join(row))
if __name__ == "__main__":
   queen_positions = [-1] * 4 # Initialize queen positions
   solutions = solve_four_queens(queen_positions, θ)
   if solutions:
       print_solution(solutions[0])
```

## CIIT/FA21-BSE-045/ISB

```
Output:
   . Q . .
  Process finished with exit code 0
```